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Number 23

January 15, 1982

Hoof & Mouth is published every 4th week (or so the editor professes) by Donald L. Sigwalt, 125 Hebard St., Rochester, NY 14605. Phone: (716) 232-1879. It is dedicated to serving the Postal Diplomacy Hobby by providing well run games along with articles, news and letters concerning the hobby. The subscription rate is 45¢ per issue. Game fees are \$2.50 per game.

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Circulation: Paid-16; Trade-16; Other-18 (mostly samples)

Game Openings??? Oui, Oui

RAMBLINGS

Here we are again, this is issue #23, the BIRTHDAY ISSUE. Yes, this issue is being dedicated to myself since today (Jan. 12) is my 21st birthday. (Don't applaud, just send money.) It's a nice birthday because believe it or not I'm sitting here writing this thing and who do you think is sitting next to me? Yep, it's Angie! I've been able to see her since the day after Christmas. I was really surprised that I could see her so soon and I'm glad I was persistent and didn't give up. Oh, I'm sure the day will come again when I can never see her again but till then.....

Oh boy I gotta tell you about this. I'm at Angie's house as I write this and we're eating. Angie's youngest brother, Aaron, is having - and I'm telling the truth - a peanut-butter and hamburger sandwich. Appetizing, huh?

Well, since I started out on a personal note let me continue in that vein. My brother Billy did indeed make it home before the last H&M was mailed out. He stayed a couple weeks (till Dec. 28th) and it was good seeing him. I have no idea when he'll be back now that his training is completed. He's in Virginia now. Mom & dad are doing okay, but my mother did have her other wrist operated on Jan. 4th.

I passed the driving test I took Dec. 11 and finally got my liscence. The Rambler's exhaust system is virtually in pieces and will have to be replaced soon. Not much worried about it now - it won't start anyway in this sub-zero weather we're experiencing here. My insurance was cancelled, too, which has to be taken care of ASAP. If I get caught driving without it I'll lose my liscence which I just got! Despite all this the old Rambler did make it down to Pennsylvania and back over the Christmas weekend. Since I couldn't go see Angie, had my liscence (and insurance) and a Christmas bonus, I took my mother & father (and sister, Lynette) down to Olean, NY to visit relatives we have there and then on into Penn. to my mother's father's house. It was a good trip and I managed the driving okay - we didn't even get lost. On the way back the right front brake did come apart but my uncle fixed that in Olean. No sweat. Bad news: This month I had my first flat. Luckily it happened at home. Another first - ran out of gas (that gauge had to catch up with me sooner or later). But I was lucky again - this happened only four blocks from home and I was with an able body so we pushed it home (with alot of sweat!). I guess that covers the personal stuff.

Is there any hobby news this month? I don't think so.

Game Dept.: R1 & R2 still continue though R1 will probabaly end soon as I think I'll vote for the 4-way draw as soon as I retake Munich. The other 3 want it so why not? R2 - who knows? (you still in that game, Nanook?) I guess I'm still in that international game in Bohemian Rhapsody. But S '01 was delayed due to an NMR. Another international game has started in BR and I'm playing Italy (finally something new). Arnawoodian,

Carter & Hanson (who I trade with) are in it, too (Austria, Turkey & England respectively). Jack Fleming from Seattle is also in it along with a German and English player. It could prove to be a good game. I'm still England in the telephone game. It's 1903 I think. Ain't paying much attention cause I only got one unit left. But it is a fleet and it is in the MAO and France can't stop me from taking Spain so....I'm hoping Germany will get out of Edi so I can keep one home center (and build) in return for me making such a pain of myself to France.

Wait - there is hobby news - Dick Martin no longer has access to his xerox machine so Retaliation has been delayed till he comes up with alternative facilities. Speaking of Dick, I got a visit from him and his brother Dave last week. Surprised the hell out of me. It was great seeing them though. Dick and I both expected each other to have straight brown hair and he said he thought I'd be more 'roly-poly'. I thought he'd be taller, even though he is taller than me. They only stayed an hour which wasn't even enough time for me to get over the shock of seeing them but it was great talking to them. Next time you drop by Dick, make it so you can stay awhile and I'll try to get Porter to set up another ftf game so we can play together - if you give enough advance notice that is. Dick is the only pubber I've actually met and the only pubber to actually see my Rambler.

Well, this should be the biggest issue of H&M to date and also the cheapest. Starting with this issue the sub rate to H&M is 45¢ per issue. Yippee!

COULD THIS BE THE COMEBACK OF THE LETTER COLUMN??? TUNE IN NEXT TIME TO FIND OUT!!!

From John Michalski, Rt. 10, Box 526 Q, Moore, OK 73165:

A little note on your Everything article. You say it is IMPOSSIBLE for England to gain 3 in 1901 - Not so! It's happened (at least in England) at least once, and I tried it myself in a recent game, only to have the French player be persuaded by the Tretick-toady Hun to stab me instead. Here's how it can go: England S Ol; A Lvp-Wal, F Edi-Nws, F Lon-Nth (France F Bre-Eng). F Ol; A Wal-Bel, (Fr F Eng C), F Nws-Nwy, F Nth-Den(or Hol). It can work in an EFG alliance where Germany take Hol and lunges at Russia or sout, France accepting plus 1 for later gains. But you need players who are willing to do something different, for fun, instead of always blood.

PS: The way you describe your car and driving it sounds like you should be driving one of these "cowboy coupes" (pickup trucks) here in Oklahoma!!

((I stand corrected. I guess that possibility didn't cross my mind because I never play for fun. I'll keep it in mind though. In that tele. game I took Nwy and Den in 1901 but it didn't help much. If I could buy a pickup for \$60 I'd be driving one. I'd really like to have a van though. DLS))

From Allen Wells, 1450 Worcester Rd., 8109, Framingham, MA 01701:

Glad to see you finally found some good copying rates! I think that you'll have better luck finding subbers now. As to the Demo game, my main comment is that I expect England to be out before Austria is. Right now, France Germany, & Russia are the powers my money is behind. By the way, I loved your statistics article on Everything! Some interesting results there.

((I'm glad for the better copying rates, too, but I didn't find them. All of us involved in H&M are deeply indebted to Porter Wightman for finding them and taking the time to get H&M copied for me. Not only are the rates lower, the zine comes back collated, too! I think Eng has staying power in the Demo Game. I still have faith in France but Russia's got alot going for him. I had fun writing the Everything article but I'm afraid I won't be able to top it next time I get Everything. I'll probably try though. DLS))

IMPORTANT STUFF

Standby list: Kevin Mooney, Mark Lew, Dave Carter, Brian McMains, Pat McCresh, Larry McCloud, John Scarpelli?

I've been very lax in keeping track of you guys. If any one wants on or off please let me know again (and again and again).

Signed up for next game: Larry McCloud, Steve Ruddock, Steve Arnawoodian, Brian McMains, John Scarpelli?, Robin Wagner? (hasn,t been heard from in months) ANYONE ELSE????

The Diplomacy postal hobby has always been a fractious one, fraught with controversy and upheavels, with zines and players appearing and disappearing and feuds raging back and forth. In issue 27 of Diplomacy World former editor Jerry Jones discussed a possible result of the turbulent nature of the hobby - the relatively brief careers of postal hobby members as opposed to other hobby members. Many people see this disruptive nature as totally undesirable and would like to see the hobby made up of (relatively) stable and reasonable individuals. What is actually the case, however, is that the hobby will always be one of tumult and raging controversy and that the hobby's structure must be designed to accommodate this inevitable conflict rather than attempt to suppress it.

The easiest question to answer first is why is the hobby so combative in the first place? At the root of the answer is the very nature of the game of Diplomacy itself. The game is designed such that, as Rod Walker put it in The Gamer's Guide to Diplomacy, "vices are turned into virtues", and lying, cheating, and deceit are all seen as acceptable forms of behavior. Before a person's first game has hardly begun he will immediately know if the game is right for him or not. Those who disapprove of that type of behavior, even in only a game setting, will disappear from the scene. Conversely those who enjoy that behavior (some would say revel) stick around and continue playing. This initial period of weeding out people results in a pool of players who are willing to accept the 'dirty tactics' of the game, and to defend their use of them.

The second step in the filtering process is when a player makes the switch from FTF play to postal play. As any player knows it is easier (and funner) to insult and taunt others in a game when you cannot see them and have to face up to them. The impersonal nature of letters and press makes this behavior easier to engage in. Scalding press, denouncing letters or an absence of letters, and vicious stabs will all tend to drive out of the hobby the fainthearted and less determined, leaving a core of players that may be termed 'combative'. At any point in time the hobby will be made up of primarily this type of player, frankly, someone who isn't going to take a lot of shit from someone without responding back. Barbs and cracks will not go unanswered, perceived sloppy play or questionable actions will be attacked, and apologies will generally be slow in coming. Arguments, feuds, and even hatreds may develop. To be sure not all longstanding members of the hobby are of this nature. But even those quiet people of the hobby have a characteristic shared with the more feisty; persistence. It takes a lot of that quality to play in games and to run zines, and unfortunately to keep feuds running. What is important to understand is that given those conditions this turbulent environment is natural and efforts should be directed towards creating a framework within the hobby that will accommodate and protect the hobby from internal destruction. Can such a 'turbulent but stable' atmosphere be created? There are some steps that can be taken to improve the general hobby environment and then some possible specific remedies to increase hobby solidarity.

As a general policy 'novice' games should be discouraged as they tend to keep people in the hobby longer than they may really want to be. If a person joins a novice game and sticks with it because it seems to be 'fun' then he's not really seeing what the game is all about. When that player then joins a real live game he'll probably get clobbered and the inclination is to drop out leaving the established people holding the bag. It would be best for people to take their lumps early on and discover whether the game is right for them before they develop too many hobby commitments. Along the same lines people who are just starting out in publishing should, along with large doses of encouragement and support, be warned loudly and determinedly the demanding nature of publishing. No effort should be made to ease the initial burdens. If people are made aware at the start of the great demands of publishing and aren't painted rosy pictures of the job we may have fewer sudden drops of zines and the resulting bad feelings.

Also speaking in general terms the endless debates over such philosophies of play like DIAS or not are not productive to the hobby. They can be discussed, but they shouldn't be argued in a vein that would lead people to desire that all zines and pubbers run all games and publish all zines in some sort of uniform manner. The beauty of the hobby is in its diversity and if Joe Blow wants to run his games this way as opposed to that why not? He's got the players and they're enjoying the game so what's the big deal? With a large array of zines anyone can pick and choose what style of game they prefer. The drive towards hobby uniformity is a mistaken one I believe. From the previous discussion we saw the generally independent nature of those in the hobby and to expect these publishers to accept some sort of hobby standards for their games and zines would be unrealistic. I think just the existance of the BNC is a big step towards that, and probably should be a final step towards hobby uniformity. I mean, a standard number for each game, an inoffensive way to get evryone to agree on one point at least and provide some semblence of hobby uniformity.

The question of how to handle hobby feuds that are going to inevitably appear if one follows my reasoning is one that I haven't answered in my mind and is still a big issue with a lot of people. Some people deal with it very simply; they don't print anything about it. This approach has the advantage of keeping the mud-slinging to a minimum and reduces the exposure of the feud to people who would just as soon as not hear about it. The drawback is that the feud is something that is going on in the hobby (man bites dog=news) and perhaps it is of enough importance that people should be made aware of it. In that light a type of catharsis approach may work where everything is printed, all allegations, denials, arguments, the whole works, hoping of course that this leads to some sort of purging of bad feelings and hostilities and a peace settles (sorta) over the whole ugly mess. Again, good point but a bad one is that a lot of feelings may be hurt in the meanwhile and the resulting torrent of bullshit may be too much even for the most tolerant people to stomach. So an acceptable answer still eludes us.

Specifically one concept that is now rapidly gaining popularity and is great for the hobby is the regional con. It is usually planned spontaneously and is held in a regional area by postal players who want to get together for a weekend orgy of FTF play, with maybe a few locals thrown in to make a game. These regional cons can provide an excellant way for members of the postal hobby to get together and meet their literary counterparts. Nothing but good can come from these events and the resulting friendships made and strengthened can only help the hobby as a whole. The yearly DipCon is a big event in itself but if the idea of regional cons catches on then more people in the hobby will have an opportunity to meet other members of the hobby without having to go to the great expense of travel to do it. It doesn't have to evolve into a yearly event like every Labor Day, the element of spontaneity seems to be a desirable quality of these events. Personally I'm jealous of the eastern and midwestern players for they have lots of players to call upon within a reasonable geographical sphere. A NorthwestCon for us would have to include Washington, Oregon, Idaho, and Montana before we could even hope to have a game. That's a lot of territory to cover. NorthwestCon anyone?

Another way of strengthening and stabilizing the hobby would be some way of making sure the whole hobby had access to information about hobby services, hobby resources, and just general information. While the players are the heart of the postal games the publishers are the heart of the postal hobby for without them there would be no hobby. Some method for making sure that all pubbers could get hobby information to their people would make sense. A position could be created where a person would put out a monthly flyer that would include Need-A-Game information, addresses of people to contact for various hobby services, and such general hobby information as polls, contests, etc. This person would not originate any of this information rather publishers and service people who wanted this information publicized would send the info to him and he would mail it out to all publishers on a flyer once a month, something like a Publishers Clearinghouse.

It wouldn't be that much effort and it would insure that all publishers were getting accurate and up to date information on what's going on in the hobby.

The postal hobby is a strong one with lots of good people and lots of good things going on in it. With the influx of new people and the enthusiasm they bring combined with the experience of the established members the hobby can grow into a bigger and stronger place for everyone to enjoy playing Diplomacy.

EDITOR'S TURN...

by Don Sigwalt

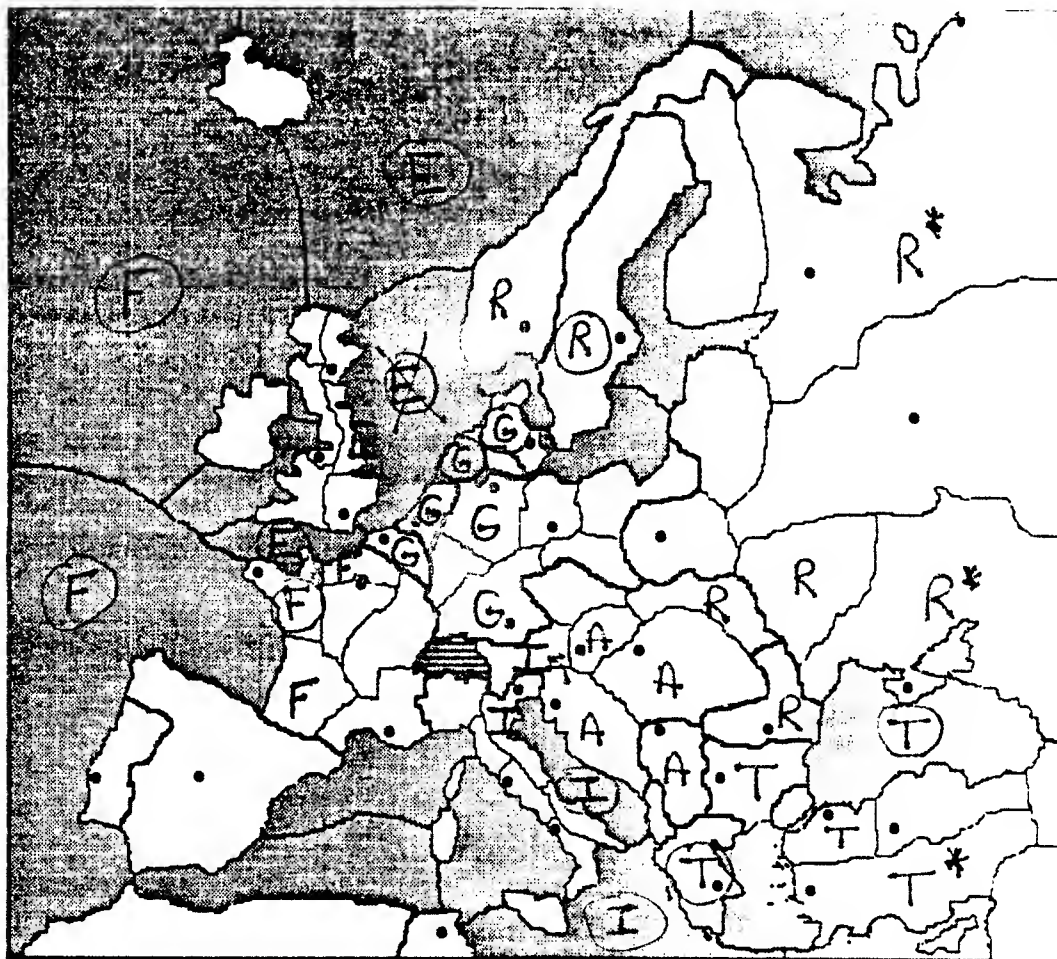
That's another fine article from Jim and I'd like to respond to it right now. Maybe this won't be as much of a response as it will be an extension of Jim's thinking. In 'An Article' in issue #21 I said the hobby was too loosely bound and too anarchistic. I said we needed a unifying force but what that force would be I couldn't put my finger on. I still can't but I think a 'Publisher's Clearinghouse' would be a good start at unifying the hobby. I do think the hobby could use an 'Information Center' - one place that a hobby member (especially a new one) could contact to find out anything about the hobby. The problem is such a thing could not be set up by one person. How could one person collect & distribute all the information about a hobby that contains who knows how many people, who knows how many zines, etc.? It would take a group of people - actually an organization to handle such a project. What would such an organization be like and what information would it give out? How would it work?

Let's work on the easy question - about the type of information that would be dealt with. Naturally we'd want useful information. Info that's useful to pubbers, players, novices and hobby custodians alike. One thing I'd like to see is a monthly zine directory listing current information on all zines being published at a given time. Such a directory would naturally include game opening info, cost and size of the zine and maybe most importantly a history of the zine's pubbing dates which would tell to some extent if the pubber is regular or not. I'm sure more useful data could also be included. This information would of course come from the zines themselves, which means someone would have to take a look at every zine that is published, extract the wanted info, work it up into an acceptable format, get copies made and the distribute them. But like I said before that's too much for one person. The work would have to be split up - maybe one person to handle the west coast zines, one for the east coast, one for the middle of the country and one for Canadian zines. We'll call them custodians for the hell of it. All east coast pubbers would send their zines to the East Coast Zine Custodian, he'd dig out the info and type it up in a standard format and send it to a fifth person, the Distributing Custodian, who would have the responsibility for running off copies and distributing them. All 4 zine custodians would send their finished material to him and he'd also be responsible for distributing the other info Jim suggested in his article (polls, contests and addresses of people to contact for various hobby services). One person should be the distributor because all the information should be available from one location for the convenience of those seeking it.

Financing would have to be worked out. I don't see how the zine custodians could be compensated so their efforts would have to be on a purely voluntary basis. The Dist. Custodian's time would also have to be volunteered but he could not be expected to pay duplicating and mailing costs out of his own pocket. Those people requesting information could be required to enclose a stamp to help defer postal fees but copying costs and misc. expenses would have to come from somewhere else. Charging for the info isn't good. For it to work the stuff must be readily available and easy to get. Donations could be asked for. Or other methods could be devised to raise money.

Who the custodians would be - how they're chosen and replaced would also have to be worked out. Anybody else got any ideas? They'll probably be more next issue. In the mean time why don't you guys write to me and let me know what y'all think of the idea so I'll have something to write about next time.

1981 CX
Demo
Game
WINTER
1902



Autumn
1902
Retreats
Austria:
F Gre-OB
Italy:
A Tri-Tyr

SEASON'S SEPERATED

Autumn 1902: Austria (Gray): F Gre retreats OTB; Italy (Rowell): A Tri retreats Tyr

Winter 1902: Austria (Gray): EVEN England (Baker): removes F Nth
France (Simon): builds F Bre Germany Tuharsky): EVEN
Italy (Rowell): EVEN Russia (Tully): builds A Sev & A StP
Turkey (Martin): builds A Smy

Press: Rome: oh, where? oh, where can my "Wrong Way" be?
oh, where? oh, where can he be?

London to Ankara: NO, France, Russia & Germany! Can Aus vs Italy, Turkey & Russia last longer than Eng vs Ger, Fr & Russia? Who knows? The SHADOW DO....

Turkey: I am such a coward this game! It's very disturbing. Will I ever break out of it?
Roch: Who knows, Dick? (The Shadow Knows!)

Smyrna -Rome: You're right, Wrong Way has disappeared, along with his entire army! My guess is that he'll turn up somewhere in the Alps, having taken one of those ski vacations. I'll bet he's a sight on the slopes!

Ionian: Oh, where? oh, where can Atlantis be?
Oh where? oh, where can it be?

Turkey to Austria: What's it like, having so many friends?

London to Berlin: How are you planning on splitting up this mess - Russia gets Edinbg, France gets LVP, and you get London, Paris, Brest, & Mar?

Ankara: My phone # is 301-474-5665 for those who feel lucky, as I rarely here. It's not listed, as I am merely one of 3 roommates. How 'bout that?

NOTES: 1) Mark Rowell's new address is: 389 Beemer, Sunnyvale, CA 94086.

2) Spring 1903 orders are now due Friday, February 19, 1982. Orders already submitted may of course be updated.

3) Comments on next page!

DEMO GAME COMMENTS

The season's were separated so there won't be the usual amount of stuff to comment on but we'll talk about the builds/removals. 1901 was the year of the fleet and 1902 the year of the army. Turkey's build of an army seems very surprising, but in the long run Dick could come out ahead as I'm beginning to believe Turkey as well as Italy are really land oriented rather than naval powers. In any event the question of whether Turkey's gearing up to take on Russia or not comes to mind, or does Dick have something else up his sleeve? The Russian build in Sea seems logical a fleet would bring direct confrontation with Turkey. 4 Russian armies in the south point towards Russian domination of Central Europe (read Austria). Italy's retreat to Tyr also means trouble for A/H and then again there's all those Turkish armies probably just itching to get into Central Europe. I still say Austria will go first- and it probably won't take long. If Gray can keep his home centers this year I'd say he'd be doing pretty damn good.

The Russian build of A- S. must have taken a lot off the Englander's mind. England seems very anti-French which means he's leaving himself open to German treachery. I expect a German move in 1903- he sat in 1902- I don't think he can do that much longer. (I expect him to take or France)

France added F B's which means he'll most likely be in the channel soon (unless he makes a deal with Eng. which I wouldn't rule out).

In retrospect 1902 was pretty dull. Turkey took Greece from Austria- and Russia took Nwy from England. Not much turn over. 1903 should be quite different though.

PLAYING ITALY by Brian McMains

Statistically, most countries in Diplomacy fall into one of two categories. Either they win often but have a low survival rate like Russia or they win few times but have a high survival rate like Turkey. Italy is an exception. It just a fair survival rate but has a pitiful performance rate. Statistically it wins fewer times than any other country.

Why does Italy do so poorly? The main reason is it's unique position on the board. In Diplomacy, the board is divided into two main zones, the eastern and the western. The western zone consists of England, Germany, and France. The eastern consists of Russia, Austria-Hungary and Turkey. Notice that Italy is the odd man out.

Your basic object in Diplomacy is to gain control of your zone and prevent anyone else from taking over the other zone. Now if anyone ever conquers either zone they almost always launch an attack on Italy. Geographically its position between the 2 zones almost always make it the stomping ground of who ever upsets the balance of power.

Italy's two immediate neighbors are France and Austria-Hungary. Unfortunately, an attack on either of these countries can often lead to Italy's own downfall. If Italy attacks France, she often gets a very small share of the spoils and is then herself invaded by England. If she attacks Austria-Hungary, she usually gets invaded by the Turks as soon as Austria collapses.

The third option is the so-called Lepanto opening. This opening involves an attack on Turkey. Unfortunately, if the Turkish player is competent and he gets an alliance with either Austria or Russia, the Lepanto opening usually fails. Otherwise, the Lepanto opening often the destruction of Turkey and the maintenance of the balance of power.

The Italian must do his best to maintain the balance of power; for if he does not, he will wind up in real trouble. The Italian player must know when not to take advantage of their neighbor's position to get small term gains that can lead to his own destruction.

By and large, the best strategy for Italy is to open with a Lepanto and try to make a non-aggression pact with Austria and with France. Italy's two European neighbors should not be attacked unless Italy is ready and able to get a good share of the spoils.

If the worst should happen, you should be prepared to make the worst of your pretty good defensive position.

There's not much more to say about Italy; it's a tough country to control and takes a great deal of skill to win with.

BEGINNER'S LUCK II

Last issue I began the story of my first ftf game and promised to finish it this time. So here goes.....

We left off just after the 1901 builds. To refresh your memories here are the board positions; Austria (me): F Tri, A Vie, A Ser, A Bud; England (Greg): A Nwy, F Nws, F Nth, F Edi; France (Porter): A Bel, A Spa, F Por, A Par, A Mar, F Bre; Germany (Andy): A Bur, A Kie, F Hol, A Mun; Italy (Diane): A Nap, F Ion, A Tyr; Russia (Bill): A War, A Sev, F Rum, F Swe, A Mos, F StP(nc); Turkey (Mike): A Bul, A Con, F Aeg, F Smy.

Now you'll all have to bear with me. The article that appeared in the last issue was written the day after the game when it was all still fresh in my mind. This article is being written a month and a half later so my memory may be a little faulty in some areas.

S '02 Diplomacy: I convinced Italy I did not betray her as far as Gre was concerned and promised she'd have it this year. I asked her to move to Boh and she said she would. My negotiations with R/T were deteriorating rapidly. Not much contact with anyone else.

S '02 moves: I successfully supported myself from Vie to Gal, finally got up enough nerve to relocate my fleet to Alb and hit Bul for the hell of it (didn't take it). Italy did move to Boh while convoying A Nap to Tunis. Turkey's A Bul hit head on with my A Ser while F Aeg held and F Smy went to the EMed. His other unit, A Con tried to support A Bul but that unit moved. Turkey and his Russian partner were to be plagued by bad orders again. Russia left his F Rum unordered, shifted Sev to Ukr and unsuccessfully ordered A War-Gal. In the north he tried to sail into the Barents and move A Mos to StP but these moves were stopped by England. Russia also used his F Swe to support the German army from Kiel to Denmark. Germany also moved A Mun-Ruh and tried to move A Bur to Bel with support from F Hol but didn't make it because France ordered A Bel-Bur with two valid supports while moving to Pic & Gas to cover retreats. (This was a good move but at the time we thought it was better than it was - we annihilated the German army when in fact it could have retreated to MUN. I discovered this while going over the moves to write this article.) France's other unit, F Por, was misordered to the WMed. That leaves England. He used F Nws to keep Russia out of the Barents, held Nwy (with the support of F Nth) and tried to move F Edi-Nws.

F '02 Dip: The highlight was a 4 player conference - A/I/R & T. Nobody was getting anywhere in the east and since all four of us were together at the table we started discussing why. R/T were getting on my case for taking advantage of novice Italy while I was defending myself with the fact that R/T were sticking too close together. So all at once I (somewhat cynically) suggested a 4-way alliance. Believe it or not, they went for it. The plan was this: We'd keep what we had and give Gre to Italy. Russia was to concentrate on England & Scandinavia, Italy was to go into Ger while Turkey moved his fleets towards the WMed! I don't know what I was supposed to do. I didn't believe they'd talk about such an alliance, let alone actually carry one out! Yet they were talking about it so I went along and ordered what they wanted. Then the time came for us to hand in our orders and - I just couldn't go through with it. It was too ridiculous, so I changed my orders.

F '02 moves: France retook Bel from Bur, moved Par to Bur, Gas to Mar, Mar to Pie and F Por-Spa(sc). England was on the move, too, taking Swe (with German S no less), steaming into the Bar & Nwg Seas while using F Nth to Bounce Rus in Nwy. Russia had ordered F StP to Nwy with support of F Swe but Swe was dislodged because of the German support. Mos again tried to go to StP and again failed while War S Ukr, Ukr S Rum and F Rum tried to S Ukr. Aside from using A Den to S Eng to Swe, Ger had Hol hold and ordered A Ruh-Mun only to be bounced by Italy coming from Boh! Italy held Tun and tried to take Gre from the Ion but couldn't because at the last minute I had ordered F Alb-Gre with S from Ser. I had Bud S A Gal and A Gal S RUSSIAN F Rum. Turkey did the same with A Bul while A Con S A Bul. F Aeg held again while he unsuccessfully ordered F EMed-Ion.

(Analysis: This was the decisive move and I blew it. I/R/T were serious in the discussion of the 4-way eastern alliance but I wanted no part of it. I stabbed too early and would pay the consequences.)

Autumn 1902: Russia: F Swe retreats to the Baltic. Winter 1902: A (me) built A Tri; Eng added A Edi; Ger put together armies in Ber & Kie; Italy added A Ven while Russia removed A Mos. France and Turkey were even on the year.

S '03 Dip: This was virtually non-existent for me. Italy wouldn't talk to me for obvious reasons (twice I promised her Gre and she still didn't have it). Turkey wouldn't

BEGINNER'S LUCK II (cont.)

talk to me (because of me he wasn't in the Ionian) and even Russia wouldn't talk to me! Why he wouldn't I couldn't understand. I didn't do anything to him. I supported his F Rum as a gesture of friendship. And he needed a friend because he was getting beaten in the north. Needless to say I was not happy with him at all. The only one I talked to was France. He was in Piedmont so I figured He'd give me a hand with Italy. I asked him to support me to Ven. "maybe" he said. He said he needed a build. I said okay, take it from Italy: No dice. He said, "but it's her first game and it's more important that she do good and play, the game again than getting her wiped out so she'll never play again. ((By the way, Porter, you should read Jim Meinels' article about beginner's taking their lumps early- he makes a lot of sense)) So here I was on my own already, oh, I should point out that Porter was in Piedmont to get at me not Italy. I interrupted him dividing me up twice- once with Italy, once with Germany. Being alone with everyone after my butt I could do only one thing- CHARGE!

So3 moves: I supported myself successfully from Gal to Run and Gre to Bul (sc) while using Atri to bounce Italy in Vie from Boh. The success of my moves were due entirely to the ineptitude of R&T. Turkey ordered: A Bul- Ser, a con S F Emed, F Aegs Italian F Ir-Gre, F Emed SF Aeg. A Bul was destroyed, the a con order was impossible and Italy did not order F Ion-Gre. Russia supported himself from Vkr- Gal while using FRum to support A Bul (which moved). Besides trying for Vie, Italy had Ven hold and tried to convoy from Tun to Gre. In the north, Russia again unsuccessfully tried for the Burents and offered England support to Don from the Baltic. England refused, holding all units except NWS which went to Nwy. Germany's moves were quite strange: Den H, Ber- Sil, Rul-kiz, Kie-Ber& Hol- Hel. Not only strange, they allowed France into Mun from Bur. France also moved to the Ruhr&Bel and Tus, Pie& Wmed. (Russia retreated FRum to Sev.)

F 03 Dip: Again almost nonexistent for me. For a fleeting moment I had control of the Balkans, But the pressure on the Balkan homeland was growing, I probably could have made out but had been demoralized since SO3 when no one in the east would talk to me. France seemed to be converging on Italy.

But the blow would never come. In fall 03, I/RIT got their act together and annihilated my F Bul, dislodged my F Rum and took Tri. England took S & P from Russia and convoyed an army to Nwy. Germany didn't do much of anything except lose Ber to Russia. France moved out of muniuh and into Tyrolia (leaving Ven & Rom alone), while Italy (who took Tri) sailed into the Adr. well, my chances of doing good were shot so I decided to get even with Russia for not talking to me that spring- I retreated Rum to Ukr.

W 03: At remove A vie; E-build Aedi; G- remove fHol; I-Build a Ven & a Bon; R-Build a Mos; T- build A Con.

Wrap-up: The game still had hours to go (it lasted till almost 10pm) and had a lot of year left (it lasted till 1910 I believe), but there's no use going over it season by season. It'll give you the high lights.

As I said before I wasn't too happy with Russia and decided to suicide out against him. By fall 1904 I was down to 2 units (A Vkr & Bud) and I used them to take Rum from Russia (again). That was the only center I had but it kept me in the game (much to everyone's surprise.) I had to get rid of a unit though so I boxed A Rum so I could keep Aukr and do more damage to Russia. England took Den from Ger & Bel from France going to 8 cents, France also got to 8 taking Hol, Mun & Tun. Germany lost in the west but took Ber & War from Russia in the east. Italy ate me up taking Vie, Bud & Ser (but surrendral Tun to France and Gre to Turkey peacefully). Russia was cut down to 2 cents (mos & Ser) much to my delight while Turkey was now at 5.

In S 05 I supported Ger to Mos (I was relentless against Russia) while Turkey took Rum with Russia's help. Italy moved into Gal (she still wanted to get rid of me), England sailed into the Mao while France sailed into the Ion (and also retook Bel.)

Beginner's Luck II (cont.)

The rest is going to be written without my notes so bear with me- I'm relying on brainpower. Russia fell, though I don't recall it it was 1905 or 6. Anyway, his last center was Ser which he gave to Turkey (he had to leave anyway by 6:30 so it was good we got rid of him). I lasted believe it or not because after I supported Germany to Mos, he supported me to war. By then me and Ger (what was left of us) were working together, along with England. I & T were steadfastly allied (I couldn't stand it) and France kind of shifted back and forth. F & E could never get together-one year they'd fight, the next they'd make up. All the while the Italian machine kept rolling on while Turkey sat in his corner playing with his fleets. That Turkey was a real Turkey- as spineless and gutless as they come. Didn't even know the meaning of the word stab! At one time he could have taken all Italian home centers and Italy couldn't have done anything about it even if she had had advance knowledge. At one time he could have taken 5 Italian centers unopposed. But would spineless do it? No!!! It was disgusting! I dream about such opportunities and he lets them pass by as if they were nothing!

I was almost eliminated when Italy moved into war. But she moved in, in the spring and in her enthusiasm to conquer everything moved out in the fall. I almost missed it- I had taken my army off the board and boxed it when suddenly I realized war was open and I still owned it. Luckily I wasn't too late and pointed out the technicality, promptly replacing my army (it was in Livonia). Italy controlled war the next fall but by then I was sitting in Stp thanks to Germany & England. That's where I stayed till the end, which came thanks to France. He had been working with me and G and E against I & T But he sold us out. He said he was bought But what he got was beyond me. Anyway he let Italy win by convoying her armies to England. (I don't know what Turkey got for his trouble either.) Well, that's the story of my first face to face game of Diplomacy.

Like I said it was beginner's Luck, only I wasn't the beginner that was Lucky.

SOME REFLECTIONS ON DIPLOMACY

by DLS

I tend to believe Diplomacy is successful, in part, because all it requires of a player (aside from an understanding of the simple mechanics of movement and supply center ownership) is that something we call Diplomacy - the art of negotiation. This art (or skill if you please) is really something that everyone employs in their life just about constantly. The lies, deceit and double dealings of a Diplomacy game parallels the same things we all go through in life. Likewise the temporary and long term alliances, the planning, the strategy and the tactics (not to mention the thirst for power, greed, courage in the face of adversity, want for revenge, grudges, elation, let downs, etc.). And the outcome of a Diplomacy game, like life, is always uncertain.

The players in a Diplomacy game have the goal to gaining control of Europe while players in the game of life (and I'm going out on a philosophical limb here) have happiness (in its many forms) as their goal. Now any goal is reached by planning and luck. Luck we can't do much to change (if it exists at all) but we can always try to help our plans along. We do this in Diplomacy and in life by using a combination of deceit, treachery, logic, debate and even honesty. In short, we try to manipulate others. I say we do this in life as much as in a Dip game (if not more). I will concede that we don't spend all our lives manipulating others - but at least once in everyone's life there comes a time when this manipulation is called for. I do believe that a lot of the manipulating is done subconsciously and routinely and not even considered manipulation.

The ability to see things from different points of view is very valuable in these games of Diplomacy and life. There is always another way of looking at something which I guess is akin to the fact that there's always more than one way to skin a cat. Of course there's more to it than just seeing - you have to be able to communicate what it is you see to the other players and just as importantly you have to be able to decide which point of view to describe to which players. Examples of this can be endless. Take a German move to Den in S '01. Did he move there to keep Russia out of Sweden in the fall or to avoid English fears of a large German navy active in the low countries and North Sea area? Or what about a Turkish move to the Black Sea? Did he do it to attack Russia or to defend himself from Russia? In these two examples there probably is no one reason for the moves. There hardly ever is one reason for anything. A decision is usually made for a major reason and any number of minor reasons. Austria will hit Gal in S '01 because he thinks Russia will do the same and he believes Italy will stay out of

More "REFLECTIONS"

Tyr/Tri. Players must be able to identify these reasons, both major and minor for what they really are and must also be capable of exaggeration. When Austria hit Gal his trust of Italy was a minor reason but when communicating with Italy, Austria should blow that out of proportion, saying, "If I wouldn't have been able to trust you I never could have protected Gal". That's to make him believe you trust him (if you're Aus) so he'll trust you which is useful indeed.

Before I end this article I'd like to point out that intentions are usually more meaningful than actual events (whether in life or Diplomacy). So in his negotiations a good player does not dwell on what he did but rather explains why he did it. Usually he'll give different players different versions of his 'true' intentions (which in reality he may never reveal at all). However the good player must be very careful. He has to be as consistent as possible or else he may be caught in his own trap. That's all for now - I hope my words of wisdom have enlightened y'all.

1980 AB

Summer 1911: Austria: F WMed retreats MAO
England: NRR!!! A Ber retreats OTB, A Mar retreats OTB

Fall 1911: AUSTRIA'S STILL ALL OVER THE PLACE

Austria (Martin): A StP-Fin, A Nwy-Cly, A Pru-Lvn, A Ruh H, A Bel-Yor, A Bur S A Mar-Gas, A Ber-Pru, A Sil-War, A Tyr-Mun, A Pie-Tyr, F Ion S F TyS, F TyS S F MAO-WMed, A Mar-Gas, F MAO-WMed, A Tus-Pie, A Boh-Sil, A Gal-Ukr
England (Lew): F Bal C AUSTRIAN A Ber-Pru, F NWS C AUSTRIAN A Nwy-Cly, F Nth C AUSTRIAN A Bel-Yor, F Pic H(u), F Iri H(u), F Spa(nc) H(u), F Bre H(u), F Por H(u)
A Par says 'that's all folks' (H)
Italy (Mooney): F Tun S F WMed-TyS, F WMed-TyS/d/ retreat Lyo, Naf or OTB

Supply center chart:

Austria:	vie, bud, tri, ser, gre, bul, rum, ank, sev, ven, mun, war, mos, con, smy, rom, nap	(17)	even
England:	lon, lvp, edi, nwy, hol, stp, den, bre, swe, kie, bel, par, mar, spa, ber, POR	(16)	build 7
Italy:	tun, ppf	(1)	remove 1

The deadline for Autumn & Winter 1911 and Spring 1912 is: Friday, February 19, 1982.

Press: Austria: Peace in '13!

1979 KR

Autumn 1905: Italy: NRR! A Ven retreats OTB

Winter 1905: Austria: Builds A Bud & F Tri
Germany: removes A Lvn & F GOB
Russia: Build A Sev

France: builds F Bre & F Mar
Italy: even due to retreat

Spring 1906: NEW RUSSIAN TSAR BOUNCED AROUND; NEW GERMAN KAISER FAIRS WELL;
AUSTRIA TAKES ROME AND HEADS FOR THE HIGH SEAS; ITALY HOMELESS AS
ENGLAND SITS; FRANCE TAKES NORWEGIAN SEA GETS NOWHERE IN GERMANY.

Austria (Chapman): A Gal-War, A Tyr H, A Bul-Con, A Rum S A Gal-Ukr, A Nap-Rom, A Ven S A Nap-Rom, F Tun-Ion, F Gre-Aeg, A Bud-Gal, F Tri-Adr

England (Palter): F Den S RUSSIAN F Swe(nso)

France (Cuerrier): A Yor-Edi, F Nth S F NAO-NwS, F Iri-Lvp, A Hol S A Ruh-Kie, A Bur-Mun, A Ruh-Kie, A Mun-Sil, F NAO-NwS, F Bre-MAO, F Mar-Lyo

Germany (Carter): A Kie H, F Bal S A Kie, A War-Sil

Italy (Kelly): F Rom-Nap/d/ retreat Tus, TyS or OTB

Russia (Mooney): A Mos-War, A StP-Lvn, A Smy-Con, A Ukr S A Mos-War, F Con-Aeg, F Swe-Ska, A Nwy-Swe, F NWS-Nth/d/ retreat Cly, Bar, Nwy or OTB; A Sev S A Ukr

Notes: 1) Barker and Bergstrom were not heard from so Dave Carter is the new Germany
Kevin Mooney is the new Russia.

2) The deadline for Summer & Fall 1906 is Friday, February 19, 1982.

MAPS FOR BOTH 1980 AB AND 1979 KR ARE GOING TO THE PLAYERS ONLY DUE TO LACK OF ROOM.

More Ramblings....

Jan. 16, 1982: Since I wrote the front page Ramblings early I want to update them here. Not much personal stuff to add. The Ramblers got starter trouble's again. Takes 2 people to get it going- one to turn the ignition key and the other to crawl under the car and use the jumper cables to ground the starter. That's not much fun in the snow. I added some anti-freeze just in case, to brace for the arctic weather that's supposed to be coming.

In the hobby I'd like to talk a little about the chamber. This zine is pubbed by 14 year old Dave Manvel of Bellflower, Ca. Dave started out good but petered out in Sept. with a double-issue (8 & 9). Here it is Jan. and A 10 is yet to appear. I talked to Dave over the phone and can understand his reasons for not pubbing (not enough time or money) but we have to take into account the games (which I'm concerned about since I was called as a standby in '81CS). What I want to say is: If a Pubber can't maintain a regular pubbing schedule for various reasons that's okay. But if there are games in progress in the zine in question EVERY EFFORT TO KEEP THE GAMES RUNNING MUST BE MADE BY THE GM. Nothing can ruin a game like long delays especially when they occur in the beginning. If things get to the point where long delays become common place, the GM should start thinking about folding his zine till such time as he can pub regularly and should also think about relocating his games with other GM's that could handle them properly. I don't want anyone (especially Dave) to take this wrong. I'm not suggesting that Dave fold the Chamber and orphan his games. I'm just hoping this little discussion will encourage Dave to get on the ball and start putting the Chamber out again on a regular basis, so his games will not die but go on to give myself and the rest of the players hours of enjoyment. I think Dave can turn the Chamber into a top-ranked zine if he works at it consistently.

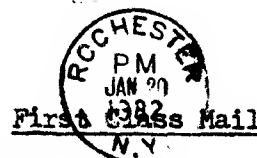
Now I'd like to turn your attention to another zine, Diplomacy by moonlight out of Chicago from Eric ozog, in issue #37. Eric plugged H & M. It was pretty impressive, to. Took up $\frac{1}{2}$ a page since he actually reproduced the entire front page of H&M #22 a novel (and very good) idea. Another novel idea is that the pubber's themselves write the plug. A third novel idea is that someone else wrote the H&M plug, posing as me. No harm was done and I liked the plug so I won't complain. I just want to state the above for the record.

I think I've covered everything now, except I just wanted to tell y'all that over 50 copies of H&M are going out at this time. My subbers have increased, my traders here increased and I'm sending out a few samples (mainly to pubbers) this time.

I hope y'all appreciate my efforts to get this out on time. I'm venturing out in the below zero weather to drop this off at Porter's house. I even got the Rambler cranked up which was a big surprise for me. Hope you liked it.

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update enclosed.
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